Syntheway

MAGNUS CHOIR

Syntheway Virtual Musical Instruments

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1. Description

Magnus Choir is a virtual instrument which can be used to create natural and synthetic choirs. The male and female choruses combine to form a mixed choir, featuring the classic SATB (soprano, alto, tenor, bass) structure: women sing soprano and alto, while men sing tenor and bass. Versatile to generate a wide spectrum of choirs, vocal textures, choral pads and voices with modulation capabilities for a new level of realism in digital sound creation. Available as plugin in VST 32 bit and 64 bit and VST3 64 bit versions for Windows as well as in Audio Unit, VST and VST3 for macOS.

Features

• 54 Preset sounds ready to use, including a vast array of natural and synthetic sounds, from oohs, aahs, men and women in mixed choirs to the celestial choir of angels, reso pads, dark atmos, creepy voices, ambient ghostly and birdsong effects, as well as cinematic and soundscapes:

1	Abbey Ghost
2	Ad Infinitum Formant
3	Ad Libitum Chorale
4	Aeternus Lux Lucis
5	Alchemical Signals
6	Angelic Vox
7	Angels Between Us
8	Apocalyptic Chamber
9	Astral Singers
10	Aurum Vox Pad
11	Birds Sonic Sweep
12	Caelestis Kingdom
13	Celestial Choir

14	Choral Ensemble
15	Choralis Pad
16	Cinematic Padilius
17	Cosmic Odyssey Voice
18	Cryogenic Dimension
19	Dark Cantus
20	Digital Voice
21	Dystopian Chorus
22	Elves Land
23	Enchanted Goblins
24	Ethereal Voices Pad
25	Guardians Of Limbo
26	Lost Souls In The Dark
27	Male and Female Aahs
28	Morph Dreams
29	Morphed Vowels
30	Mystical Vowels
31	Nebula Dark Atmos
32	Necromancer Summons
33	Neo Choir

34	Octave Aahs Choir
35	Octave Vox Pad
36	Oniric Sequences
37	Oohs Choir
38	Psychedelic Vox
39	Psychomanteum Reso
40	Quasi Spatial Voices
41	Relaxing Paradise
42	Restless Spirits
43	Sanctus Holy Chant
44	Sonorous Skies
45	SopranVox C4-C6
46	Spatiotemporal Atmos
47	Spectral Hell
48	Synthesized Vocals
49	Synthetic Chorus
50	Underworld Embryos
51	Vinyl Chorus
52	Voices In The Mist
53	Vowelled Soundscape

• Low-frequency oscillator: These knobs apply modulation to the selected instrument. By using the LFO to modulate various aspects of the audio signal, you can apply effects such as vibrato or tremolo.

- Rate: This knob controls the frequency. Turn clockwise for a faster modulation rate.
- Depth: This knob controls the amplitude. With a lower setting, the resulting modulation is subtle, while a higher depth will result in a much more extreme effect.

• ADSR envelope generator with Attack, Sustain, Decay and Release parameters:

- Attack determines the time it takes for the note to get to the maximum level.
- Decay determines the time it takes for the note to go from the maximum level to the sustain level (controlled by Sustain).
- Sustain determines level the sound is played at while the note is held (after the other envelope states, Attack and Decay, have been completed).
- Release determines the time it takes for the note to fall from the sustain level to zero (silence) level when it is released.

• Pitch Bend: The Pitch Bend knob directly changes the pitch of the selected instrument.

- Pitch Bend center position: is normal pitch.
- Pitch Bend down: Specifies the amount of pitch change that will occur when the pitch bend/modulation lever is moved to the left.
- Pitch Bend up: Specifies the amount of pitch change that will occur when the pitch bend/modulation lever is moved the right.

• Reverb built-in: provides a spaciousness and depth to simulate the sound reflections from walls, floors and ceilings following a sound created in an acoustically reflective environment. Small rooms can be modeled as well as large spaces.

• Filter Type. Combo box to switch between the following options:

- Low Pass (LPF): a filter that passes signals with a frequency lower than a certain cutoff frequency and attenuates signals with frequencies higher than the cutoff frequency.
- High Pass (HPF): a filter that passes signals with a frequency higher than a certain cutoff frequency and attenuates signals with frequencies lower than the cutoff frequency.
- None: No filter is applied.
- Cutoff Frequency Filter: Sets the cutoff frequency for the low pass and high pass filters.

• Amplitude Range Parameters: It controls the loudness, the way in which we perceive amplitude.The sensitivity level is set by the user:

- ➢ Amplitude range (low) - sets amplitude range, lower bound (dB)
- ➢ Amplitude range (high) - sets amplitude range, upper bound (dB)

• Volume: Adjusts the volume of the instrument.

• Panning potentiometer control: Set the panning of the instrument. Adjusts the stereo pan position of the signal output, which determines how much of signal is sent to the left and right channels.

• MIDI CC Automation: Implementation of MIDI Continuous Controller parameters for use with external hardware control via DAW, such as: LFO depth (CC#1), expression (CC#11), volume (CC#7), pan (CC#10), balance (CC#8), filter cutoff (CC#74), ADSR (Attack: CC#73, Decay: CC#75, Sustain: CC#76, Release: CC#72) and reverb depth (CC#91).

Graphical User Interface Screenshot

2. Preset Sounds

Managing Sounds Via Preset Browser:

The combo box is designed to handle all aspects of browsing and loading sounds.

1. In order to access to the predefined sounds, click on the selector rectangle area to expand the instrument list.

2. Then, select any of the predefined sounds, as displayed in the image below.

Preset Sounds Listing Screenshot

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3. System Requirements

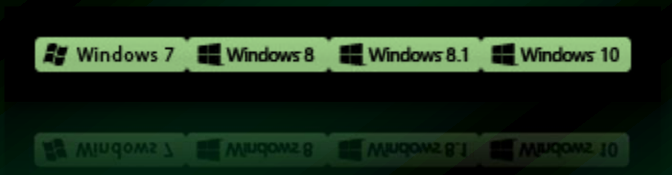
3.1 For Windows

3.2 For macOS

System Requirements for Windows

Before you install this VST Instrument, please make sure your computer fulfills the following requirements:

- Windows Operating System: Windows 7, Windows 8, Windows 8.1, Windows 10: 32 bit (x86) or 64 bit (x64) platforms.
- 500 MHz Processor (Pentium®, Celeron® AMD® or equivalent) minimum.
- RAM: 512 MB or higher recommended.
- VST/VST3 compatible host / Digital Audio Workstation DAW/ MIDI Sequencer 32 bit or 64 bit: These VST/VST3 software can be "plugged in" to any host application that supports VST/VST3 Technology like: Image-Line FL Studio, Steinberg Cubase Pro, Artist and Elements, Cakewalk by BandLab, Ableton Live, Cockos REAPER, PreSonus Studio One, Acoustica Mixcraft, MAGIX Acid Pro, MakeMusic Finale, Avid Sibelius, Mackie Tracktion, Steinberg Nuendo, Magix Samplitude, Magix Music Maker, Cantabile (Lite, Solo, Performer), n-Track Studio, VSTHost, DarkWave Studio, Bitwig, SAVIHost and much more ...
- MIDI Controller Device: A MIDI Controller is required to play this VST instrument. The most common type of device in this class is the keyboard controller. After launching the Digital Audio Workstation or MIDI host application be sure to select the appropriate MIDI device before attempting to play your MIDI controller.
- An ASIO® soundcard is recommended for low latency real-time play.
- Please, test extensively the demo version of this product in your host to make sure there are no misbehaviors before purchasing.



System Requirements for macOS

- The Audio Unit Component, VST and VST3 plug-ins requires of a compatible host, digital audio workstation (DAW) or MIDI sequencer that supports Audio Units and VST technology. They can be "plugged in" to process audio by applications such as Logic

Pro, GarageBand, Cubase, Ableton Live, REAPER, Studio One Professional, Ardour, MainStage and Digital Performer among others.

- MIDI Controller Device: A MIDI Controller is required to play this VST instrument. The most common type of device in this class is the keyboard controller. After launching the Digital Audio Workstation or MIDI host application be sure to select the appropriate MIDI device before attempting to play your MIDI controller.
- The AU Component, VST and VST3 plug-ins are distributed via Internet in an Apple Disk Image DMG file and compatible with macOS and all previous OS X.
- Please, test extensively the demo version of this product in your host to make sure there are no misbehaviors before purchasing.

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4. Installation Notes

4.1 **For Windows**

4.2 **For macOS**

Installation Notes for Windows

To install the VST / VST3 plug-ins, follow these steps:

- The file must be in a directory where the VST / VST3 host is looking for VST or VST3 plug-ins.
- Unzip the file.

- To use the VST2 Plugin 32 bit (x86): Place the **Magnus Choir x86.dll** file and **Magnus Choir x86.instruments** folder into your VST Plug-ins x86 folder of your DAW/host application 32 bit.
- To use the VST2 Plugin 64 bit (x64): Place the **Magnus Choir x64.dll** file and **Magnus Choir x64.instruments** folder into your VST Plug-ins x64 folder of your DAW/host application 64 bit.
- To use the VST3 Plugin 64 bit (x64): Place the **Magnus Choir.vst3** file and **Magnus Choir.instruments** folder into your VST3 Plug-ins x64 folder of your DAW/host application 64 bit that supports VST3 format.

To uninstall simply remove the **.dll, .vst3** and their respective **.instruments** folders from your 32 bit or 64 bit VST / VST3 Plugins directories, as appropriate.

VST / VST3 plug-ins locations on Windows x86 and x64

The following chart includes common VST / VST3 paths. Depending on your DAW/VST host program, these folders are the default VST2 / VST3 x64 folders for example in Cubase and Nuendo:

Format	Path	Extension
VST2 X86	C:\Program Files (x86)\VSTPlugins C:\Program Files (x86)\Steinberg\VSTPlugins C:\Program Files (x86)\Common Files\VST2 C:\Program Files (x86)\Common Files\Steinberg\VST2	.dll
VST2 x64	C:\Program Files\VSTPlugins C:\Program Files\Steinberg\VSTPlugins C:\Program Files\Common Files\VST2 C:\Program Files\Common Files\Steinberg\VST2	.dll
VST3 x64	C:\Program Files\Common Files\VST3 C:\Program Files\Common Files\Steinberg\VST3	.vst3

- ✓ Relocating plug-ins: if you really need to change the installation path of a VST /VST3 plug-in, also remember that your DAW / host application must know the new installation path.
- ✓ To use a custom VST / VST3 Plugins folder go to the Options / Preferences / Settings of your DAW / host program in order to assign it.
- ✓ If an installed VST plug-in is not available, check if the installation path is actually monitored by your DAW (VST2 or VST3) host application.

Installation Notes for macOS

macOS

Audio Unit (.component) Installation for macOS

Instructions:

1.- After download, double-click on the .dmg file (Apple disk image format, HFS+ volume). This will open the file with DiskImageMounter utility. Otherwise, right-click the .dmg file and select Open with > DiskImageMounter from the menu. A dialog window will appear, verifying the file and mounting it. Once mounted, the .dmg will appear in the Finder sidebar under the "Devices" header along with the hard drive.

2.- Open a Finder window (click the "Finder" icon in the dock). Highlight the mounted image file within Finder's sidebar. A list of the files within the .dmg will appear in the main Finder window pane.

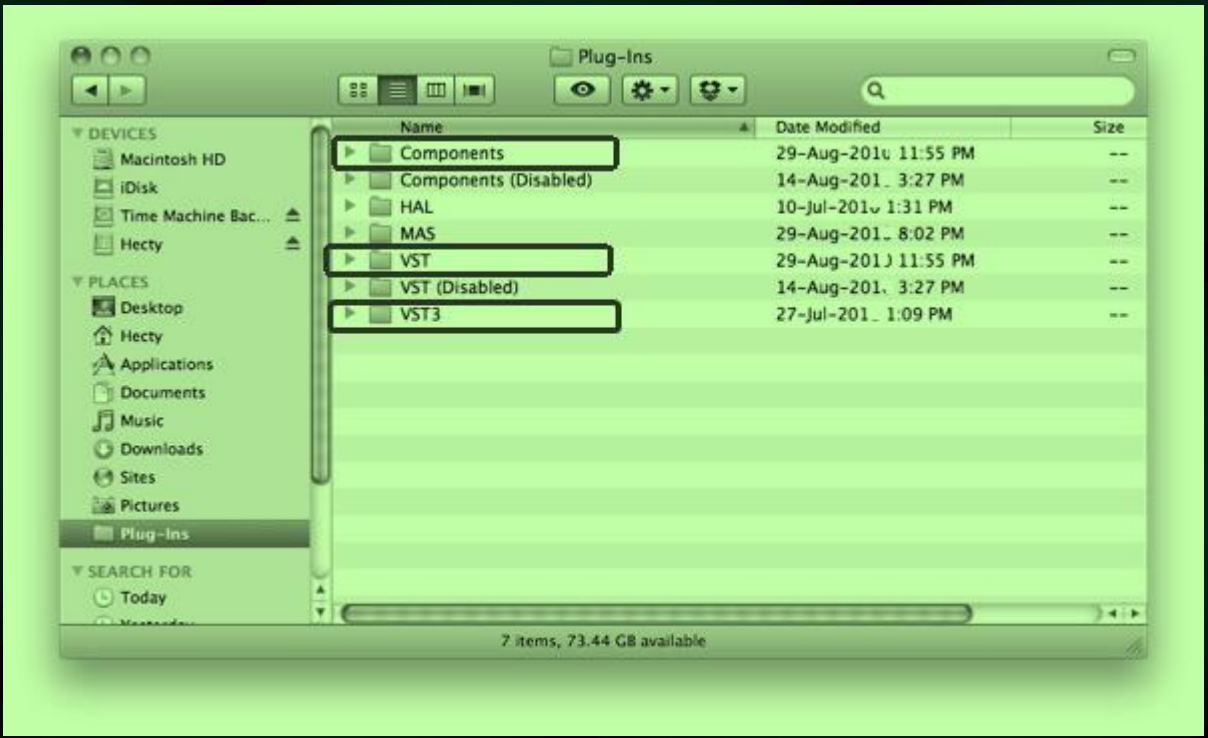
3.- Drag the files you wish to extract to the desired destination on your computer as for example to your Mac desktop or directly drag the Audio Unit (.component) to your 'Library/Audio/Plug-Ins/Components/' folder.

4.- Unmount the .dmg after you have extracted all desired files by clicking the small "Eject" icon next to the mounted image in Finder's sidebar. Additionally, you can right-click (Ctrl-click) the mounted .dmg icon on the desktop and select "Eject" or simply unmount the virtual drive by dragging it to the Trash (Note that this will not delete the files from your computer, the dmg file will still be there).

5.- If you have the extracted files in your Mac desktop, move the ".component" file to the Components folder in your audio plugins folder. Usually 'Library/Audio/Plug-Ins/Components/'

6.- If your DAW is running, close it and restart it. When your DAW starts up, it will rescan your plugins folder and detect your recently installed plugin.

Finding the Audio Plugins folder: The plugin folder is nested in the Macintosh HD Library. There are usually a minimum of two Libraries on your Mac, one in Macintosh HD and another in your user account. You should only place the plugins in the Macintosh HD Library so that it can be accessed by all users on the computer. The usual location of the folder should be: Macintosh HD/Library/Audio/Plug-Ins/



VST (.vst) and VST3 (.vst3) Installation for macOS

Instructions:

1.- After download, double-click on the .dmg file (Apple disk image format, HFS Plus volume). This will open the file with DiskImageMounter utility. Otherwise, right-click the .dmg file and select Open with > DiskImageMounter from the menu. A dialog window will appear, verifying the file and mounting it. Once mounted, the .dmg will appear in the Finder sidebar under the "Devices" header along with the hard drive.

2.- Open a Finder window (click the "Finder" icon in the dock). Highlight the mounted image file within Finder's sidebar. A list of the files within the .dmg will appear in the main Finder window pane.

3.- Drag the files you wish to extract to the desired destination on your computer as for example to your Mac desktop or directly drag the VST (.vst) to your 'Library/Audio/Plug-ins/VST/' folder or drag directly the VST3 (.vst3) to your 'Library/Audio/Plug-ins/VST3/' folder.

4.- Unmount the .dmg after you have extracted all desired files by clicking the small "Eject" icon next to the mounted image in Finder's sidebar. Additionally, you can right-click (Ctrl-click) the mounted .dmg icon on the desktop and select "Eject" or simply unmount the virtual drive by dragging it to the Trash (Note that this will not delete the files from your computer, the dmg file will still be there).

5.- If you have the extracted files in your Mac desktop, move the files to the VST or VST3 folder. Usually Library/Audio/Plug-ins/VST and Library/Audio/Plug-ins/VST3 respectively.

6.- If your Cubase is running, close it and restart it. When your Cubase starts up, it will rescan your plugins folder and detect your recently installed VST / VST3 plugins.

VST plug-in locations on macOS

This article provides detailed information on VST plug-in installation paths on Mac OS X and macOS.

The installation path of a plug-in depends if it is VST2 (.vst) or VST (.vst3) and if it is a default or customized path:

VST Default paths on macOS

While the newer VST3 format has a dedicated installation path all VST3 plug-ins must comply with, the VST2 standard does not know an obligatory folder. However, on Apple systems there is a defined plug-in folder within the system's folder structure since the first version of Mac OS X. All VST plug-in installers for Mac are using these folders:

Format	Path	Extension
VST2	Library/Audio/Plug-ins/VST Rarely used: Users/your username/Library/Audio/Plug-ins/VST	.vst
VST3	Library/Audio/Plug-ins/VST3 Rarely used: Users/your username/Library/Audio/Plug-ins/VST3	.vst3

VST Custom paths on macOS

If a plug-in, for whatever reason, has been installed to a different folder, the VST host application needs to be told where to look for it.

Cubase 8/Nuendo 7 or later	Devices > Plug-in Manager > Plug-in Manager Settings (click on gear symbol)
older Cubase/Nuendo versions	Devices > Plug-in Information > VST Plug-ins > VST 2.x Plug-in Paths

Cubase / Nuendo macOS Notes:

In Cubase and Nuendo, the list of monitored VST2/VST3 folders can be managed here:

- ✓ The macOS version of Cubase only stores VST plugins in one folder: "Library/Audio/Plug-ins/VST or Library/Audio/Plug-ins/VST3"
- ✓ Or if you're not logged in with administrative access, these sub-folders are in the "Users/[Username]/Library/Audio/Plug-ins" folder.

- ✓ Place the provided .vst or .vst3 in the VST (Plug-ins) folder.
- ✓ Follow instructed under the Cubase operations manual and restart the program if needed in order to re-scan new .vst / .vst3 plugins.

- ✓ Now, the Syntheway VST Plugin (Syntheway Vendor) must be recognized by Cubase as a native .vst / .vst3 formats (VST2/VST3 for Mac).

- **Changing Folders in Cubase:**

If you decide to move your VST plugins into a different folder, you'll also need to tell Cubase where the new VST plugin folder is located. To do this, open the VST "Plug-in Paths" dialog box and click "Add." Navigate to the location of the new folder, select it and click "OK." When you're installing new VST plugins after changing the plugin folder location, be sure to specify the new location in the program's installer, as most plugins will automatically install into the Steinberg directory.

- **Loadable Bundles on macOS**

Audio Units, VST and VST3 are loadable bundles, using Cocoa framework and xCode Integrated Development Environment (IDE) written in Objective C. Bundles provide a simplified interface for end users and a convenient way to deliver software in macOS operating system.

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5. Technical Support and Contact

If you have any problems with instruments, you can contact us by e-mail. Support requests are answered as quickly as possible, if you send the following information:

- Syntheway Product
- Host Application and Operating System (Name & Version number)
- A detailed description of the problem

Your inquiry will be answered in the order in which it is received. Due to the volume of e-mail, sometimes, these may not be able to respond immediately.

Contact Information

General Information	**info@syntheway.net**
Contact	**contact@syntheway.net**
Sales	**sales@syntheway.net**
Customer Support	**support@syntheway.net**
Legal Department	**legal@syntheway.net**
PR Contact	**pressrelease@syntheway.net**
Webmaster	**webmaster@syntheway.net**

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6. Update and Upgrade Policy

As a general policy, Updates between minor Syntheway product versions are free. Upgrades between major Syntheway product versions are paid.

Updates:
An update is an interim release that fixes bugs, enhances usability, updates data, or adds a new feature to an existing version. For example, you would update Magnus Choir v4.00 to v4.1. They get distributed electronically after their release. If you have already registered, and you will not get the email with a link to download the update within a reasonable time, send us an email contact@syntheway.net. Please, include in the subject the name of your registered VSTi/VST from the email account that was used with your registration. If your email address changes, please notify us to support@syntheway.net, so that we can update our database.

Upgrades:
Upgrades are changes in the major version number of the product (containing major new functionality, improves performance, and enhances usability). When we release a major new release, we change the first number in the version number. So you switch to a higher version of a program within the same VST or VST3 product family. For example, you would upgrade Magnus Choir v3.00 to v4.00. Upgrades are free when... you purchase Syntheway product and we introduce a major new release (e.g. moving from Magnus Choir 1.1 to Magnus Choir 2.0) within 60 days of your purchase date. Any release containing major new functionality, an upgrade fee will probably be chargeable.

Specially discounted upgrade pricing is available to registered users of the immediately prior version of Syntheway Product. That is, if you are a registered user of v3.0, you are eligible to upgrade to v4.0 at the special discounted upgrade price.

How often are updates and upgrades released?

We create product updates and upgrades when:

- New features or functionality have been added.
- Bugs and problems have been corrected.
- New features have been added or supported.
- New optimizations have been integrated into the VST architecture.

Notes:

- Make sure your email account can accept emails coming from us (domain: @syntheway.net). Also take a look to your SPAM folder.
- Personal details are kept private and are never spammed. For Updates Syntheway uses "BCC" to protect your email address privacy.

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7. License Agreement

PLEASE READ THIS LEGAL AGREEMENT CAREFULLY.

The use and redistribution of **'Magnus Choir VST for Windows 32 bit, Magnus Choir VST for Windows 64 bit and Magnus Choir VST3 for Windows 64 bit', 'Magnus Choir Audio Unit for macOS, Magnus Choir VST for macOS** and **Magnus Choir VST3 for macOS'** ("Software") is subject to the following conditions:

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9. All questions concerning this License Agreement (EULA) shall be directed to: e-mail: contact@syntheway.net

8. Release Notes

The latest release note is a terse summary of recent changes, enhancements and bug fixes in this particular software release in **Windows** and **macOS**.

Changes in Windows v2.5:

- ✓ Added: VST3 Plugin format.
- ✓ Added: Amplitude range parameters to control the loudness.
- ✓ Added: In 32 bit, panning potentiometer control to set the panning of the instrument.
- ✓ Added: In 64 bit, filter section with filter type box for low pass filter and high pass filter.
- ✓ Added: In 64 bit, MIDI CC automation. Implementation of MIDI Continuous Controller parameters for use with external hardware control via DAW: LFO depth (CC#1), expression (CC#11), volume (CC#7), pan (CC#10), balance (CC#8), filter cutoff (CC#74), ADSR (Attack: CC#73, Decay: CC#75, Sustain: CC#76, Release: CC#72) and reverb depth (CC#91).
- ✓ Added: In 32 bit, pitch bend control, to change the pitch of the selected instrument.
- ✓ Changed: Minor adjustments in default presets.
- ✓ Changed: Renewed graphical user interface.
- ✓ Changed: In 32 bit, low frequency oscillator with rate and depth modulation parameters.
- ✓ Changed: In 32 bit, built-in reverberation.
- ✓ Changed: In 32 bit, filter section with filter type box for low pass filter and high pass filter.
- ✓ Changed: In 32 bit, new ADSR envelope generator.
- ✓ Changed: In 32 bit, Predefined presets are accessed exclusively and quickly from selector area on the plugin interface via combo box.
- ✓ Changed: In 32 bit, MIDI CC automation. New implementation of MIDI Continuous Controller parameters for use with external hardware control via DAW: LFO depth (CC#1), expression (CC#11), volume (CC#7), pan (CC#10), balance (CC#8), filter cutoff (CC#74), ADSR (Attack: CC#73, Decay: CC#75, Sustain: CC#76, Release: CC#72) and reverb depth (CC#91).
- ✓ Changed: User Guide updated to fit current version and unified for Windows and macOS.

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macOS

Changes in macOS v3.5:

- ✓ Added: VST3 Plugin format.
- ✓ Added: Amplitude range parameters to control the loudness.
- ✓ Added: Filter section with filter type box for low pass filter and high pass filter.
- ✓ Added: MIDI CC automation. Implementation of MIDI Continuous Controller parameters for use with external hardware control via DAW: LFO depth (CC#1), expression (CC#11), volume (CC#7), pan (CC#10), balance (CC#8), filter cutoff (CC#74), ADSR (Attack: CC#73, Decay: CC#75, Sustain: CC#76, Release: CC#72) and reverb depth (CC#91).
- ✓ Changed: Minor adjustments in default presets.
- ✓ Changed: Renewed graphical user interface.
- ✓ Changed: User Guide updated to fit current version and unified for Windows and macOS.

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9. Plug-in Credits

Synthesizer Programming and Sound Design by Daniel Alberto Laiseca.
Magnus Choir™ is a trademark of **Syntheway Virtual Musical Instruments.**

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10. Acknowledgements:

- ✓ **VST** and **VST3** are a trademark of Steinberg Soft- und Hardware GmbH.
- ✓ **Windows 7™, Windows 8™, Windows 10™** 32 bit and 64 bit are either a registered trademark or a trademark of Microsoft Corporation in the United States and/or other countries.
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MAGNUS CHOIR

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Syntheway Virtual Musical Instruments

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